Printed in Japan

NES-6T-USA

JALECO™

Totally RAD™

INSTRUCTION MANUAL

Ⓣ

JALECO USA INC. LIMITED WARRANTY

Jaleco USA Inc. warrants to the original purchaser of this Jaleco™ software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Jaleco software program is sold "as is," without express or implied warranty of any kind, and Jaleco is not liable for any losses or damages of any kind resulting from use of this program. Jaleco agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Jaleco software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Jaleco software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE JALECO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL JALECO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS JALECO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Nintendo®, Nintendo Entertainment System®, and Game Boy™ are trademarks of Nintendo of America Inc.
Jaleco™ is a trademark of Jaleco USA Inc. Totally Rad ™ & © 1991 Jaleco Ltd. All rights reserved.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability, and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

Official Nintendo Seal of Quality

LICENSED BY NINTENDO® FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM®

JALECO USA INC. 310 Era Drive
Northbrook, Illinois 60062 (708) 480-1811

THANKS FOR BUYING TOTALLY RAD FROM JALECO, DUDES. IT'S JUST ONE OF MANY MOST EXCELLENT AND BODACIOUS GAMES WE WILL BE BRINGING OUT FOR YOUR NES.

WHOA! YOU FOUND THE TABLE OF CONTENTS, DUDE.

THE TOTALLY RAD STORY OF A MOST UNPRECEDENTED REGULAR DUDE, A VERY RIGHTEOUS BABE, AND A GNARLY OLD MAGICIAN WHO USED TO LIVE IN A MOST BODACIOUS SPREAD INSIDE THE SAN ANDREAS FAULT....2

OBJECT OF THE GAME (AWESOME THINGS THAT, IF NOT MADE KNOWN TO FELLOW DUDES LIKE YOURSELF, WOULD CONSTITUTE A MOST EGREGIOUS OVERSIGHT ON OUR PART)....6

GETTING STARTED (SKIP THIS PART AND ORDER A PIZZA OR SOMETHING INSTEAD, DUDES, 'CAUSE THIS STUFF IS SO SIMPLE— REALLY)....9

ON-SCREEN DISPLAYS (WHOA, READ THIS 'CAUSE IT TELLS YOU HOW TO GET A NEW LIFE, FOR SURE)....9 - 10

CONTROLLER FUNCTIONS (EVERYBODY NEEDS TO KNOW WHAT BUTTONS TO PUSH, DUDE, OR THE WORLD AS WE KNOW IT WOULD COME TO A COMPLETE STANDSTILL FOR SURE)....11

USING MAGIC (A MOST PRODIGIOUS EXPLANATION OF THE MULTITUDINOUS CHOICES THAT APPEAR WHEN YOU HIT THE START BUTTON)....13

ASK THE RIGHTEOUS QUESTIONS, GET SOME RIGHTEOUS ANSWERS, DUDE. ..16

TAKING CARE OF YOUR JALECO GAME....17

HELP JALECO INVENT GAMES YOU'LL LIKE....18

THE TOTALLY RAD STORY OF A MOST UNPRECEDENTED REGULAR DUDE, A VERY RIGHTEOUS BABE, AND A GNARLY OLD MAGICIAN WHO USED TO LIVE IN A MOST BODACIOUS SPREAD INSIDE THE SAN ANDREAS FAULT!

So Jake is just this regular dude, right? And Allison is this very righteous babe, right? And Zebediah is this gnarly old magician who used to live beneath the surface of the earth, right? So, that's the story — unless you want me to elaborate totally. For sure, I knew you would.

OK, so Jake is just this regular dude who has this thing for the very righteous babe, Allison. And the two of them meet this gnarly old magician named Zebediah, who actually happens to be this creature-person exiled from the underground world, only there's no way you're supposed to know that yet, OK?

Anyway, Zebediah's magic is not your usual totally bogus prestidigitation that only a total bonehead would believe was real. No way. I mean, when's the last time the magician that your Mom hired for your little sister's birthday party turned himself into an eagle, or conjured up a totally major wind storm, or stopped time? Not too recently, right?

For sure, Zebediah can actually do all that radical stuff, only he can do a whole lot more than all that radical stuff, too. He can also change into a lion-creature, or metamorphosize into this totally gagsome fish thing, or cause bodacious boulders to fly around — just to mention a few. So Jake and Allison were impressed to the nth power, and Zebediah felt this special connection to Jake — kind of a touchy-feely thing without the touching or feeling. It's so hard to talk about these kinds of feelings — for sure, you know?

Well, one thing leads to another and before you know it — major boom, for sure! Zebediah teaches Jake everything he knows and Jake changes from a regular dude with marginal skateboarding skills to this really unprecedented regular dude with marginal skateboarding skills who can change into an eagle, a lion, or a gagsome fish thing, and who can also cause major environmental havoc with his newfound magical

powers. So now Jake is just a whole lot more entertaining at parties and everything is excellent, right?

Wrong. Little did Jake and Allison know that they had become pubescent pawns in the pestilent power politics of Edogy, the malfeasant underground menace who, through mental malpractice and mesmerism, had managed to impose the malevolent meanderings of his morally moribund mind on the majority of the inhabitants of the underground world. Whoa! Somebody slap me! Say, I could use a picture break. How about you, dudes?

Where were we? OK, so it turns out that Edogy has totally grandiose designs on taking over a major chunk of California, above ground as well as below, and in the true spirit of "know thy enemy" he decides to kidnap one of us abovegrounders to find out all he can about how we think, feel, and make weapons.

Edogy decides that he wants to kidnap Allison's dad, a professor and the smartest guy on the West Coast — except that Allison's dad lives near the Hollywood Freeway, takes the Hollywood Freeway to work, works near the Hollywood Freeway, and basically hardly ever leaves the Hollywood Freeway and, as it happens, Edogy has this major public transportation advocacy thing and there's no way he'll get anywhere near the Hollywood Freeway. So he kidnaps Allison instead, figuring that Allison's dad will be lured away from the Hollywood Freeway long enough to save his daughter. Turns out he was right.

So dudes, now Edogy has both Allison and Allison's dad without having had to go anywhere near the Hollywood Freeway. He figures he has made an awesome start on taking over California, and he also figures someone will come after Allison and Allison's dad, so he sends out some of his totally grotesque underground friends who have very excellent names like Rubyllia and Biclopter to various points along the route to his hideout.

So by now you've probably got it figured, right dudes? Jake, with a little help from Zebediah, has to rescue Allison and Allison's dad, only Jake's going to have to use his totally rad magic to totally wipe up the floor with Edogy's totally grotesque friends as he makes his way toward Edogy. I know it's been kind of a long story, but it's so real, you know? Later, dudes.

OBJECT OF THE GAME

(AWESOME THINGS THAT, IF NOT MADE KNOWN TO FELLOW DUDES LIKE YOURSELF, WOULD CONSTITUTE A MOST EGREGIOUS OVERSIGHT ON OUR PART.)

OK, dudes. This is a picture of my boss. He doesn't have anything to do with this game, you know? So what you have to do is save Allison and Allison's dad from the clutches of Edogy. In the process, you'll need to work through the game's five levels. Each level has either two or three stages within the level. At the end of each level, Jake has to totally take out one of Edogy's huge and grotesque friends in order to proceed to the next level.

You've got 12 totally rad magic powers to help you. They are described later in the manual. You're going to have to use magic wisely and sparingly, because you're only given a limited amount of power to use magic. It's important to figure out the right places in the game to use the various magical powers in order for you to win.

Here's a description of each stage and each of Edogy's gross friends who await you at the end of each level.

STAGE 1-1 — AMUSEMENT PARK

Jake begins his quest on the roller coaster tracks at an amusement park. There's some totally crazed pizza vendor at the end of the track.

STAGE 1-2 — UNDER THE BIG TOP

Jake follows Edogy's trail to the circus. If Jake survives the perils of the Big Top, Rubyllia, one of Edogy's measly associates, awaits to prevent Jake from getting to...

STAGE 2-1 — THE CITY STREETS

Apparently, Edogy only frequents the wrong side of town.

STAGE 2-2 — THE SEWERS

The way things are going, Jake's sojourn into the sewers is just like another day at the beach.

THE CITY STREETS REVISITED

This is a one way street to Biclopter, one of Edogy's more visionary friends who has

eyes in the back of his...well, let's just call it hindsight.

STAGE 3-1 — THE DARK FOREST
Jake gets some first-hand experience with Newton's Law.

STAGE 3-2 — THE RIVER OF DANGER
Lots of unfriendlies barging in.

STAGE 3-3 — BEHIND THE WATERFALL
Jake tries to leave the waterfall behind — except there's this really big fish named Nautikill swimming between Jake and Level 4.

STAGE 4-1 — ENTRANCE TO THE UNDERGROUND WORLD
Things are looking up as Jake hits bottom.

STAGE 4-2 — CAVES OF THE UNDERGROUND WORLD
The caves lead to Fang of the Underground World. Watch out for the stalactites on this guy.

STAGE 5-1 — CITY AT THE CORE OF THE EARTH
Jake discovers things are rotten at the core.

STAGE 5-2 — LAVA PALACE OF EDOGY
Say hello to the big guy for me.

GETTING STARTED

(SKIP THIS PART AND ORDER A PIZZA OR SOMETHING INSTEAD, DUDES, 'CAUSE THIS STUFF IS SO SIMPLE IT'S LIKE TELLING YOU HOW TO BREATHE — REALLY.)

1. Place the Totally Rad cartridge into your NES and turn on the unit.
2. After some introductory screens, the title screen appears. To skip the introductory screens, press **START** until the title screen appears.
3. Press **START** from the title screen to begin the game.

ON-SCREEN STATUS DISPLAYS

(WHOA, READ THIS 'CAUSE IT TELLS YOU HOW TO GET A NEW LIFE, FOR SURE.)

Jake's life gauge and magic power gauge are located in the upper left-hand corner of the main game screen. Jake's remaining life force is indicated by the circles under "L." Jake's maximum life force is

six circles. Every time Jake comes into contact with an enemy or enemy weapon fire, he loses some of his life force. When there are no more circles left, Jake loses a life.

The magic power gauge shows 12 blue bars under "M" when Jake's magic power is at its maximum. Each time Jake uses magic, his magic power gauge will be diminished until there are no blue bars remaining, at which point Jake can no longer perform magic.

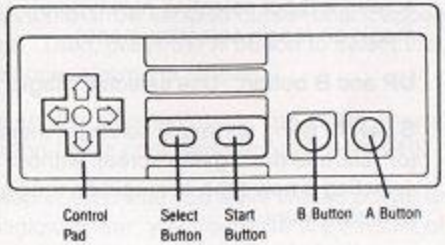
You get additional status information when you press the START button to bring up the magic selection menu. At the top of the menu, the number on the right indicates how many lives Jake has left. Under the word "ENEMY," you can find out how many enemies you have eliminated. The more enemies you destroy, the more lives you can earn for Jake as follows:

50 points = 1 extra life **100 points = 1 extra life** **200 points = 1 extra life**
(and every 100 points thereafter)

CONTROLLER FUNCTIONS

(EVERYBODY NEEDS TO KNOW WHAT BUTTONS TO PUSH, DUDE, OR THE WORLD AS WE KNOW IT WOULD COME TO A COMPLETE STANDSTILL FOR SURE.)

THE CONTROLLER



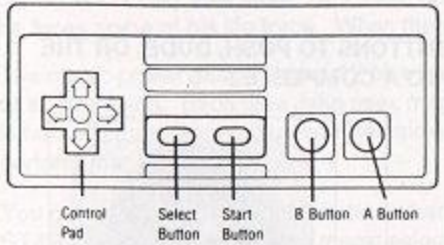
RIGHT on Control Pad: Move character right (or move cursor right on magic selection menu)

LEFT on Control Pad: Move character left (or move cursor left on magic selection menu)

(Continued on Next Page)

Excellent! *I thought I lost this picture. I totally forgot that I stuck it in this manual. Very righteous babe, for sure.*

THE CONTROLLER



DOWN on Control Pad: Duck (or move cursor down on magic selection menu)

UP on Control Pad: Move cursor up on magic selection menu

A button: Jump (or select type of magic on magic selection menu)

B button: Fire (or return to main game screen without selecting new type of magic on magic selection menu)

UP and **B** button: Use selected magic

START: Bring up magic selection menu (or return to main game screen without selecting a new type of magic on magic selection menu)

SELECT: Pause game or return to action from pause

USING MAGIC

(A MOST PRODIGIOUS EXPLANATION OF THE TOTALLY MULTITUDINOUS CHOICES THAT APPEAR WHEN YOU HIT THE START BUTTON.)

Anytime you want to use any of the 12 kinds of magic available to you, first press START to bring the magic selection menu onto the screen. Use the Control Pad to move the arrow-shaped cursor until it appears above the type of magic you want to use. Then, press the A button to select the magic. The magic selection menu will disappear from the screen.

To put the selected magic into effect, press UP on the Control Pad, then press the B button (while continuing to hold down UP).

Keep in mind that you have limited power for performing magic. Whenever you use a magical power, you decrease the amount of energy that you have to perform magic, as indicated by the number of blue bars on the status indicator in the upper left-hand portion of the screen. When you have no blue bars left on the status indicator, you cannot use any more magic.

Here are the 12 types of magic, the number of magic points (blue bars) each requires, and a description of their effects:

LIFE UP (4 pts.)
Increases life gauge to maximum (6 points).

STOP TIME (2 pts.)
Freezes all enemies for a few seconds.

FIRE (2 pts.)
Magic eliminates or weakens enemies on screen.

LIFE HALF UP (2 pts.)
Increases life gauge 3 points.

DAMAGE SHIELD (2 pts.)
Prevents damage to Jake for a few seconds.

WATER (2 pts.)
Magic eliminates or weakens enemies on screen.

WIND (2 pts.)
Powerful magic spell that eliminates or weakens all enemies on screen.

JAKE (0 pts.)
Returns Jake to normal from LION, EAGLE, or FISH transformation.

EAGLE (2 pts.)
Transforms Jake into an eagle. Enables Jake to fly.

STONE (2 pts.)
Powerful magic spell that eliminates or weakens all enemies on screen.

LION (2 pts.)
Turns Jake into a lion. The lion can jump 50% higher, and cannot be hurt while jumping.

FISH (2 pts.)
Transforms Jake into a fish. Enables Jake to swim.

ASK THE RIGHTEOUS QUESTIONS, GET SOME RIGHTEOUS ANSWERS, DUDE.

Of course, some of these tips could be totally bogus. We don't even know for sure.

Here goes:

1. When you shoot, you can increase the power of your shot up to three times by holding down the B button. The longer you hold the button down, the more powerful your shot.

2. You can control the height of your jumps. The longer you hold down the A button, the higher your jump.

3. Choose your use of magic carefully. Using the right magic at the right time is vital to winning the game.

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is **SWITCHED OFF** when inserting the Game Pak or removing it from the NES Control Deck.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Jaleco USA Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

HELP JALECO INVENT NEW GAMES YOU'LL LIKE

Jaleco is always developing video games for your Nintendo Entertainment System® and Game Boy™, and we'd like your help. Answer these questions, and then send us your name and address. We'll put you on our mailing list to get the most up-to-date information on Jaleco games.

Name _____ **Age** _____ **Male/Female** _____
Address _____
City _____ **State** _____ **Zip Code** _____

Did you buy this game yourself? _____
If not, did you receive it as a gift? _____
How many games do you own for your Nintendo? _____
How long have you owned your Nintendo? _____
Does your Nintendo have any other accessories? _____

Please make a check mark next to the accessories listed below that you own:

__ gun __ power glove __ power pad __ other joystick or controller __ U-force
__ NES Satellite Transmitter™ (4-player adaptor)
__ NES Four Score™ (4-player adaptor)

Do you own a Game Boy™? _____

What kind of games do you like to play on your Nintendo? (Check all that apply.)
__ sports __ arcade titles __ action/adventure __ role-playing __ driving games
__ games based on movies __ games based on cartoon characters __ war games

How often do you play your Nintendo? _____
Do you play alone? _____
Do you play with friends? _____
How do you learn about new games for your Nintendo? (Check all that apply.)
__ friends __ magazine ads __ magazine reviews __ call Nintendo
__ call other game companies __ television commercials
What TV shows do you watch? _____

What magazines do you read? _____

_____

What movie did you last see? _____

List the ages of any brothers you have. _____

List the ages of any sisters you have. _____

Thanks for answering our questions and telling us about yourself and what you like to play. Please return this form to:

JALECO USA INC.
310 Era Drive
Northbrook, Illinois 60062

REMEMBER TO ASK YOUR FAVORITE VIDEO GAME STORE FOR JALECO GAMES FOR YOUR NES.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U. S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.